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#### ABSTRACT

This student's journal aims at helping to develop a successful and highly motivated high school girls field hockey team. General information about the sport and student involvement is presented. Definitions of terms used in field hockey are given as well as general considerations about play, defensive and offensive strategies, and penalties. Suggestions are made for practice organization. About one half of the book is comprised of forms for the field hockey schedule and student record keeping. (JD)

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# The High School Player's Field Hockey Journal

By Bobbie Schultz

Varsity Field Hockey Coach Shawnee High School Medford, New Jersey

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Dedicated to the many exceptional athletes who have played hockey at Shawnee. These athletes have achieved excellence because they possessed the necessary fortitude to strive for it. It was their belief that whatever was important enough for them to pursue was important enough to deserve their fullest efforts.

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## **About the Alliance**

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## Introduction

Bobbie Shultz did it again! Her Shawnee High School field hockey team won the 1989 New Jersey State Field Hockey Championship—this is the fourth time in eight years. These successes were only achieved with commitment, discipline, and fun. Shawnee athletes have these values instilled in them early in their hockey careers. Many of these Shawnee athletes, like National team members Elizabeth Tchou and Lori Bruney, possess these values in their continued pursuit of excellence. They are only two of the many Shawnee athletes to prosper in collegiate hockey and beyond. In respect of Shawnee's successes, Coach Schultz is often asked to be the guest speaker at coaching forums. The High School Player's Field Hockey Journal served as her reference and guide in these lectures. It is her colleagues' interest in the journal that prompted her to seek publication.

The scope of the journal covers field hockey "Shawnee Style," and the secrets of their success. It also includes a skill analysis demonstrated by none other than the drive expert herself, Beth Anders. Most of all, the *High School Player's Field Hockey Journal* demonstrates how Coach Schultz builds commitment, instills discipline, and has fun, hence, success.

Building a commitment is the starting block of any success story. Bobbie developed a method to involve families in supporting their daughters' commitments. Observing any Shawnee game (and I have been there recruiting her players for eight years), you will witness support by all the rents, the friends of parents, friends of players, future players, and everybody else who has ever been touched by Shawnee hockey. The High School Player's Field Hockey Journal includes the very contracts she distributes to the players and their parents.

The individual athlete's commitment to the sport makes discipline manageable. Imagine 100 hockey players, 8 cages, and two coaches at every practice. Imagine 100 young girls trying out for the freshman hockey team. Discipline for the



Shawnee hockey team comes with individual and team goal setting. Each player fills out daily journal entries that provide those players with direction as well as a way to measure their individual success. The sample journal entries are included. When a coach achieves commitment, structure, and discipline, it leads to success. Successful teams always have fun, and nothing is more fun than winning.

Knowing Bobbie Shultz, I know that her intent of sharing the High School Player's Field Hockey Journal is not to dictate that her way is the best way for everybody. It is her hope that you can use parts of the Journal to enhance your total program. It is rare for successful coaches to share their knowledge and secrets. I believe if more of us did, the sport of field hockey would be the winner, and after all, that's our long term goal. It must start with the players' first coaches, the high school coaches like Bobbie Shultz, who are responsible for making those first field hockey experiences positive ones.

I highly recommend the High School Player's Field Hockey Journal to any coach who is interested in new ideas to help

athletes realize their potential.

Michele U. Madison Temple University Field Hockey Coach 1988 Olympic Team Manager



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### **KEY TO DIAGRAMS**

Defender or other members of the same team:

Attacker or other members of	the same team: À
Path of the 'oall:	<b></b> →
Path of a player with the ball:	~~~~>
Path of a player without the ba	all:>
Shot:	
Ball: ●	· [7-7]A
Direction in which the team is	traveling:
Players:	
left wing: LW	left inside half back: LIH
left inner: LI	left outside half back: LOH
center forward: CF	right inside half back: RIH
right inner: DI	right outside helf heck: DOU



right wing: RW

left half back: LH center half back: CH

right half back: RH

full back: FB Sweeper: S

Goalkeeper: G

## **General Information**

Becoming a player of field hockey takes commitment: commitment to yourself, your school, and to your family. It is very important that you, your family, and your coach share the same commitment level. If you don't, problems can arise during the season. For example, what if you promised your coach and teammates that you would be on time for an 8:00 a.m. Saturday practice, but your parents were also planning to be away Saturday morning? What if your family were planning to take a trip to Disneyworld during teachers' convention, but your team qualified for the state tournament and had a game then? So that misunderstandings like this do not occur, I require that all players read and sign a competitor's contract (see page 3). The parents of the athlete sign it also, and it is returned to the coach during the first few days of practice.



## Field Hockey Competitor Contract<sup>1</sup>

Name	Date
------	------

- l. Striving to be my best takes time. It is therefore important for me to budget my time wisely. This means making every attempt to meet household responsibilities as well as school assignments.
- 2. I will attend all my classes during the day and will be in school on time every day. If I am too ill to come to school, then I realize that I may not come to practice.
- 3. I realize that everything I do affects my body and my general health. I will try my best to take care of it. This includes following a healthy diet, getting adequate sleep, and avoiding alcohol, drugs, and smoking.
- 4. Because I am a dedicated person and athlete, I am proud to support my fellow players in practice and competition. I realize that our teams have a slight edge as long as we show our spirit and willingness to learn to work together on and off the field.
- 5. Since the season is relatively short and our goals are relatively high, I will look for ways to improve my skills with extra time and effort.
- 6. I realize that the coaches are designing practice so that our team might better meet its goals. I realize that suggestions and corrections made are not to be taken personally, but should be accepted as a way in which I and the team might improve.
- 7. I understand that the concept of trust is an important one to the formation, maintenance, and excellence of a team. I will support that concept with free speech rather than cheap talk. If I have a problem I will personally address my captains and/or coaches about it. I understand that it is my obligation to report rule infractions to my coach.
- 8. I am fortunate to be representing my high school. I must show I am deserving of this position by being a responsible individual.
- RESPONSIBLE for my actions and impressions on and off the field.
- RESPONSIBLE for my uniform cleanliness, tidiness, security, and for bringing all parts to each game, and returning all parts when they are called for.



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- **RESPONSIBLE** for returning a school-issued hockey ball at the end of the season.
- RESPONSIBLE for wearing my uniform parts only at hockey practice or games, not for Physical Education class or weekend recreation.
- RESPONSIBLE for bringing my own mouthguard, water bottle, and shin guards to every practice and game. I realize that without any of these items, I am not allowed to practice or play in a game.
- RESPONSIBLE for team equipment. I will gladly assist in bringing it to and from the field or bus.
- RESPONSIBLE for traveling to and from each game with the team, and being seated on the bus at the scheduled departure time.
- RESPONSIBLE for being prompt and alert at practices and games.
- RESPONSIBLE for meeting daily requirements and deadlines.
- RESPONSIBLE for acting sensitively to managers and other players.
- RESPONSIBLE for communication with the coach.
- RESPONSIBLE in not expecting things done for me that I can do for myself.
- RESPONSIBLE for attending all practices and games, and I realize
  that an unexcused absence can result in a suspension from the team.
- RESPONSIBLE for performing all parts of daily skill circuit, drills, and conditioning.
- RESPONSIBLE for attending any function where the team or I am receiving recognition.
- RESPONSIBLE for watching and supporting any team competing on the field while I am not on the field.
- RESPONSIBLE for beginning the season in adequate cardiorespiratory and muscular fitness and maintaining that fitness throughout the season.

Player's Signature	Date			
Parent's Signature	Date			
Parent's Signature	Date			



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#### **Academic Commitment**

In order 1 you to be involved in field hockey, you must have completed all classes the previous school year with a passing grade. If you do fail a subject, you will have to pass the course in summer school in order to be eligible to play hockey. Academic achievement is the emphasis in school. If you study hard and receive good grades, when college selection time comes in February of your senior year, the choices will be many. If you don't do well, your choices will not be as varied and you may miss out on opportunities.

It may be necessary for you to miss some classes for your team to travel to state tournament games, if you go that far in your season. If you do miss any classes, you are responsible for making up any work you miss as soon as possible. When dealing with the teacher of your academic subject, be very careful that your teacher understands that you feel that the priority is his or her class, not the sport.

### **Commitment to the School**

When you become a part of the hockey team and wear the uniform provided, you are no longer representing only yourself. You have now become a representative of your specific school. How you conduct yourself will affect people's opinions of you and of all the other hockey players in your program as well.

#### **Personal Goals**

Before you begin your season, write down what you personally plan to accomplish in your season. Be very specific when you write these goals. This is not a place for team goals. Your desire to win the championship is not an example of an individual goal; that is a team goal. An individual goal might be that you want to develop a hard reverse-stick drive for goal. Another might be that you want to develop a technique for marking an opponent in the circle that will prevent your opponent from scoring.



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Write your individual goals below.				
<del></del>	_			
	<u> </u>			
	-			
		_		

### **Team Goals**

Now you need team goals. Get together with your teammates and your coach. Prepare your team goals for the season. Start in small groups and have a speaker for each group read your group's goals to the entire team. When a final list of team goals is compiled, have the coach or captain type them up and distribute a copy to each team member. Hang the list inside your locker and take a copy home to share with your family. Again, they should know exactly what your team is striving for.

## **Departure Times**

One more item you should hang inside your locker is a departure time sheet. If your coach has not prepared one for you, ask her to do so. Travel to some schools takes less time than to others, so the bus won't always leave at the same time. Bring another copy of the departure times home.



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## **Equipment**

A mouth guard and shin guards are absolutely required. No one will be allowed on the field without them. Your stick must be comfortable. Be sure it has some weight at the toe and a fairly narrow grip. You will need both spikes and running shoes with good support. During conditioning, it is best to change into running shoes. When the ground is wet, it can be slippery and it is best to wear your spikes. Put your name and your school name on all your equipment. If you ever leave anything at an away site it can be returned to you. You will be issued one mouth guard for the season. If you already have one, then use that. If you forget it one day, and you have not yet been issued one from the coaching staff, then you can be issued one that day. You may also have the option of being issued a school water bottle or you may supply your own. The point here is very precise. YOU DO NOT AT ANY TIME DRINK FROM SOMEONE ELSE'S WATER BOT-TLE. YOU ARE RESPONSIBLE FOR BRINGING YOUR OWN TO EVERY PRACTICE AND GAME. Obviously, this is to prevent the spread of contagious diseases.



## **Definition of Terms**

Word	Definition
1 V 1	One offender against one defender.
2 V 1	Two offenders against one defender. The first number stands for the number of offenders, the second for the number of defenders.
AIR DRIBBLE	A drill to improve ball control. The player taps the ball a few inches off the stick into the air as many times as she can in succession. She does this from a standing position with the stick at waist height.
ANGLE PASS	Any type of pass other than a flat or through.
ARC	A curve. Running to meet the ball, or cutting for the ball in a curved manner. Forming the letter C as one is running to meet the ball.
BACK DRIBBLE	Moving the ball backwards by pulling it towards you.
BALL SIDE OF FIELD	The side of the field that the ball is on. Also called the strong side.
BALL SIDE OF PLAYER	The side of the player that the ball is on.
BLOCKING UP	Having one's stick on the ground and trying to fill all the possible spaces through which an opponent can hit the ball when she has a free hit.
BOXES	A drill designed to improve ball control. The player dribbles the ball forward five



yards, then left five yards, then back five yards and finally right five yards. She is actually outlining the shape of a box. This is done continuously alternating starting directions.

BREAKING

AWAY

Starting an offensive move and attempting to get a shot off for goal before the rest of the opposing team catches up.

CHANGE FIELDS Moving the ball from one side of the field to the other.

COMMIT

Making a move to take the ball from an opponent.

COVERING

Being responsible for keeping the ball from one's opponent by positioning oneself ballside and goalside of an opponent.

CUT

Running to meet the ball.

DEFENDERS

Members of the team whose major responsibility is to prevent goals from scoring. Usually halfbacks, fullbacks, sweepers, and goalkeepers.

DEFENSE

The team not in possession of the ball that tries to prevent the other team from scoring.

DEFENSIVE END OF FIELD

The half of the field where one's opponent can score.

DODGE

The process of maintaining possession of the ball while passing an opponent.

DRIBBLE

A means of keeping possession of the ball and covering space on the field at the same time.

DRIVE

A term that means hitting the ball.

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DROP PASS Dropping the ball directly in back of oneself.

FACE STICK The flat part of the stick with the toe pointing away from the body.

To catch the ball on one's stick. Same FIELDING THE BALL as receiving.

FLAT PASS A pass parallel to the end line.

A short, sharp, lifted ball. FLICK

Those players specifically designated to **FORWARDS** score goals: the wings and center forward. Sometimes the inners are also in-

cluded.

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Propelling the ball with any part of one's FOUL: **ADVANCING** body.

FOUL: Using one's body to prevent an opponent OBSTRUCTION from getting to the ball.

FOUL: Lifting the stick above the shoulders when there are other people around who STICKS could get hurt.

When a person's opponent gets by her **GETTING** with the ball. PASSED

The opposite end of the stick to the toe. HANDLE The top of the stick the player usually holds.

When the official sees a foul but doesn't HELD blow her whistle until she is sure the WHISTLE foul is truly taking the advantage away from the team with the ball.

INTER-Moving into another teammate's position when the play leads there. The process CHANGING of replacing a teammate's position while someone else on the same team replaces hers. Same as replacement.

LINK

The position between the forwards and the halfbacks. A link plays both offense and defense.

MARKING

Guarding one's opponent very closely with the intention of stealing the ball and preventing her from passing it on or shooting for goal.

**MIDFIELD** 

The area between the two 25 yard lines.

**MIDFIELDERS** 

Another name for links.

NON BALL SIDE OF FIELD

The side of the field that the ball is not on. Also called the weak side.

NON BALL SIDE OF PLAYER

The side of the player that the ball is not on.

NON STICK SIDE

The left side of the player. The side of the player that does not have the advantage of the face side of the stick. This is also called the reverse-stick side.

OFF THE BALL MOVEMENT OR PLAY Action by the players who are not directly involved with the ball.

**OFFENDERS** 

Members of the team whose major responsibility is to score goals, usually forwards

**OFFENSE** 

The team posessing the ball and trying to score.

OFFENSIVE END OF FIELD

The half of the field where one's team can score.

ON THE PADS

Positioning oneself in a way as to be able to collect rebounds off the goalkeeper's pads or intercept a ball before it hits



the goalkeeper's pads.

ONE TIMING

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Receiving the ball and passing it with one move. Stopping and sending with one motion.

OPEN FACED

Lifting the ball either high or low when the right hand is at the bottom of the stick and the left hand is at the top. Most ball handling is done with the hands in this manner. This is the opposite of a scoop. For a scoop the hands are reversed.

**OPPONENT** 

A member of the opposite team.

OVER OVER DRIBBLE

Propelling the ball down the field by alternately moving it on a 45 degree angle to the left, and then a 45 degree angle to the right.

PASS

Moving the ball from one player to another.

RAPID FIRE A drill designed to improve the speed with which a player can get a shot off for goal. It involves one or many balls being propelled toward a target as rapidly as possible, disregarding the concern for accuracy.

RECEIVING THE BALL

To catch the ball on one's stick. Same as fielding.

REPLACEMENT

Moving into another teammate's position when the play leads there. The process of replacing a teammate's position while someone else on the same team replaces hers. Same as interchanging.

REVERSE STICK

A means of playing the ball with the flat part of the stick but the toe facing the player. The stick is essentially turned upside down. REVERSE STICK SIDE The left side of the player. The side of the player that does not have the advantage of the face side of the stick. This is also called the non-stick side.

RINGING THE

Same as blocking it up, only specifically using the three nearest forwards and having them make a half circle around the front of the free hitter.

**SCOOP** 

A high lifted ball with a large arc This is done with the left hand on the bottom of the stick and the right hand at the top. The movement is done on the left side of the body. This is opposite of most other play in field hockey.

STICK SIDE

The right side of the player. The side her stick is on.

STRAIGHT DRIBBLE Moving the ball directly ahead by pushing it from behind.

STRONG SIDE OF FIELD

The side of the field that the ball is on. Also called the ball side.

**SYSTEM** 

The organization of positions of players: 3-2-4-1-1 or 3-2-3-1-1-1. The first number stands for the number of forwards, the second for the number of links or midfielders, the third for the number of halfbacks, the fourth for the number of backs, fullbacks or sweepers. Sometimes the last number stands for the goalkeeper. Often the goalkeeper's number is omitted since teams can play only one goalkeeper.

**TACKLE** 

The process of taking the hall away from an opponent.

TEAMMATE

A member of one's own team.



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À pass parallel to the side line. THROUGH PASS

The curved part of the stick on the opposite end of the handle. TOE

WEAK SIDE OF The side of the field that the ball is not

FIELD on. Also called the non ball side.



# General Considerations During Play

## Keeping Your Stick on the Ground

Keeping your stick on the ground, not at your waist, has to become a conscious part of your game. If the stick is held at waist level and the ball comes quickly, your reaction time will not be quick enough for you to bring your stick to the ground and handle the ball too. Wh. 't usually happens is that your opponent wins the ball instead. You must learn to keep your stick on the ground!

## React Only to the Whistle and React Immediately

Do not anticipate what the official will call. Don't call your own game. I can remember three games in my career that were lost specifically because players stopped play while they were waiting for an official's call that never came. While they were waiting for the call, the opponent took the ball and scored a goal. Learn to react only to the official's whistle and react immc? Leay. If the official calls a free hit or corner for your team, pick up the ball immediately and give it to the person taking the hit. Don't waste an instant. Teams that take their hits right away win games. On the other hand, if the official is awarding the free hit to the other team, immediately get into position to block up their hit. Lastly, do not, under any circumstances, react emotionally to an official's call. If you do, while you are taking time to react emotionally, your opponent is taking advantage of that time and continuing to play. The mature player is one who reacts with no emotion whatsoever to any call the official makes. Try to look at official's calls the same way you would react to an out of bounds play. If you or your teammate hit the ball out of bounds, you don't pout or get angry, but prepare to defend the appropriate hit



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in. Learn to do the same for all calls made by the official.

## **Changing Fields**

The sign of a great team is the ability to change fields as often as possible. The ball changing from one side to the other throws the other team off. If the ball comes from the right, put it on the left; if it comes from the left, put it on the right. This is a general rule you can almost always use to your advantage.

## **Defensive Handling of Flat Passes**

Never follow flat passes by the other team. You should always have a team member running up to receive it. Instead, recover and go back and assess what is happening and reposition yourself for defense.

## Support

A player never moves alone. Closely follow your teammate up the field with your stick and body in ready position to collect the ball or pick up an opponent who gets by your teammate. This is called defensive support. If your teammate already has support behind her, then you should look to see if she has ample support ahead of her and next to her. Ask yourself, "Is there anyone there to whom she can give a flat or through pass?" If there is not, then you must cut up to that position and "become" that person. This is called offensive support.

## Fielding the Ball

Fielding the ball depends on many factors, including the speed at which the ball is moving, the type of playing surface, and the direction the ball is moving in relation to the receiver. For example, if you are a halfback who is about to cut off a pass that one of your opponents intended for one of her teammates, you will be receiving a ball that is coming directly at you. On the other hand, if you are a center forward waiting up field for a ball, you will have to run back in an arc to



receive the ball.

In order to receive the ball you should do the following:

1. Cut for the ball. Run to it. If you stand still and wait for the ball, someone else may beat you to it. The fact that you are moving increases your reaction time.

2. Keep your eye on the ball the entire time; follow it with your eyes to your stick. You should be able to see the toe of your stick the moment the ball comes in contact with it.

3. The toe of the stick should meet the ball directly perpendicular to the direction in which the ball is traveling.

4. The action of the ball meeting the stick must be balanced with an absorbing motion of the stick by the receiver. This is done by bringing the stick back towards her body. This is called "giving."

5. Immediately after the give, the left hand, which is at the top of the stick, is thrust forward, away from the body. The stick then actually creates a lever, trapping the ball at the base.

6. There are some variations in this method of receiving which depend on where the ball is coming from. For example, if the ball is coming from the left, the receiver would allow the ball to pass across her body and receive it in front of the right foot. If the ball is coming from the right, it may be necessary to use a reverse stick stop. If the ball were coming from behind, the player could use a reverse stick stop, or turn around and use a face stick stop. The point is that, regardless of where the ball is coming from, the first five points made above would remain the same.

## **Components of a Good Drive**

This interpretation of the components of the drive have come from an oral presentation by Beth Anders, varsity coach of Old Dominion University, given in Atlantic City at Resorts Hotel on February 16, 1989.

1. Both V's made with your forefinger and thumb of both your left and right hands, should be placed down the front of the stick lined up towards the toe of the stick.



2. Your trigger fingers (forefinger) of both hands, should be separated. That means you have a relaxed grip. (You should actually be able to hit the ball with your forefinger and thumb on the stick only.) Lift the stick over to check that your fingers are separated.

3. The back swing is produced by bringing your left arm straight back with the toe of the stick facing up to the sky.

4. There is a definite weight transfer. Your hips come through first, then the stick comes through, transferring weight from the back to the front foot.

5. Follow through with the stick pointing in the direction you desire the ball to go.

6. Only the right hand provides the direction.

7. Keep the head down.

The following suggestions were made in order to help teach weight transfer:

- 1. The coach (or partner) holds the stick while the student does the back swing. Then the coach throws the stick forward into the left hand of the student after the student moves her hips. This is to get the student to feel the full use of the left hand.
- 2. The coach (or partner) stands behind the student and holds the stick (as done in number one above), but this time the coach (or partner) pulls the stick in the direction of the back swing while the student attempts to continue the drive. This process will create resistance. Feeling that resistance will help the student to naturally turn the hips in the direction of the shot. It forces the player to see the need for both the use of the left arm and the need for the hips turning. After the resistance is felt, the coach (or partner) throws the stick forward into the left hand of the student.

3. Use a board with a post in the middle (like a bongo board), and have the student stand on it and perform the weight transfer. She will definitely be able to feel it.

4. Cut off some sticks so they are very short, about 20 inches long. Have the student get on her knees with the ball in front of her left knee. Have her drive it. She will be forced to use her left hand, because if she uses her right, she will hit the ground.



## **Defense**

The two general roles in playing defense are covering and marking.

## Covering

Covering means guarding the space between you and your opponent, and putting yourself in a position where you can cut off any ball that goes to the opponent for whom you are responsible. You will always want to be on the goal side and ball side of your opponent.

That brings to mind the question, "Exactly for whom are you responsible as a defender?" For simplicity sake, let us assume the opposing right wing has the ball. If you are playing four halfbacks and one sweeper, then you are lined up across the field from left to right in this manner: left outside halfback, left inside halfback, right inside halfback, and right outside halfback. (See Figure 1)

If you are playing three halfbacks, one fullback and one sweeper you will be lined up in this manner: left halfback, fullback, center halfback, and right halfback. (See Figure 2)

Each of you count off across the field, noting the first four opposing forwards that are closest to the ball. In this case you would count off from left to right. Since there are only four of you, and there can be five or six of them, leave the two farthest opposing players from the ball uncovered. They are the least likely people to score a goal at this point, and you want to keep your sweeper free to backup whichever one of our defenders is forced to mark when her player gets the ball. (Refer to Figure 1 or 2) The distance between you and your opponent will depend on the distance between your opponent and the ball. The closer to the ball, the closer you will be to your opponent. The farther your opponent is from the ball, the farther from her you will be. If you look again at Figure 1 or 2, you will notice the long diagonal formed by the defense. The person covering the opponent farthest



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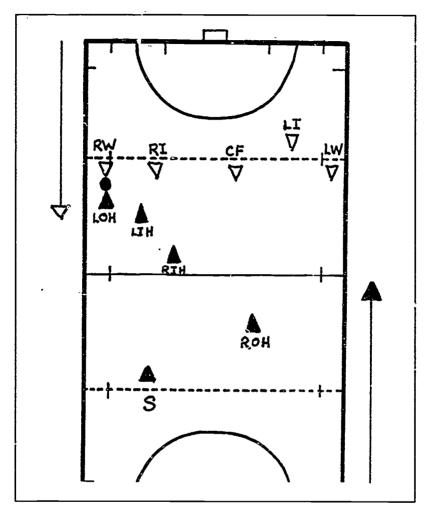


FIGURE 1 Diagonal defense using four halfbacks

from the ball is the farthest back, and the person covering the opponent closest to the ball is the closest part of the angle. This is a diagonal defense, though a more current term for it is a zonal defense or a covering zonal defense.

One important consideration in this type of diagonal defense is that the halfbacks should never be even with one another. It they do become even, it is called being *caught flat*.

When you are covering, you should be moving constantly, always thinking to yourself, "Where can I position myself so



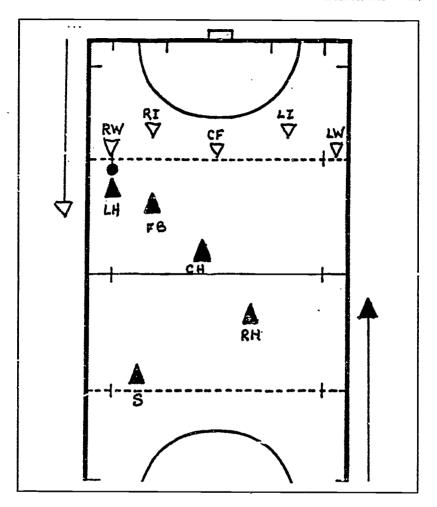


FIGURE 2 Diagonal defense using three halfbacks and a fullback and sweeper

I can prevent my opponent from getting the ball?"

## Marking

Marking means close guarding, stick to stick, your body as close as possible to your opponent's. You should keep yourself between both her and the goal and her and the ball. This process is often referred to as "goal side," or "ball side." You should be in a position to use the ball the instant it becomes available to you. Watch your opponent's hips, not her eyes



or shoulders. If you do, she won't be able to fake you out. When marking, your stick should be opposite your opponent's stick and you should be mirroring her movement. You must be patient. Wait for the exact moment when your opponent has the ball far enough from her stick that you are 70% sure you can take it from her. The moment you commit to take it, or steal it, is called the "tackle." The two situations in which you mark rather than cover occur when, 1) in the midfield, the player you are responsible for receives the ball, and 2) any time the opposing team enters its attacking circle. At that time, all-the defenders on your team should be marking closely.

## **Defensive Systems**

Two defensive systems with which you should be familiar are four halfbacks with one sweeper, and a goalie, (called 4-1), and three halfbacks, one fullback, one sweeper, and one goalie, (called 3-1-1). The diagonal defensive responsibilities in each of those systems are explained earlier in this section.

The major difference between the two systems is that with the use of three halfbacks, the center halfback is the key in scoring. You depend on her for shooting for goal and for being an additional offensive player at the top of the circle. (See Figure 3)

Using four halfbacks, the two inside halfbacks both thrust through at different times as the center halfback did with the three halfback system. This system is also wider, so it doesn't leave the opposing wings as free as does the other system with three halfbacks. (See Figures 4 and 5)

Remember, a player marks in the midfield at the precise moment the player for whom she is responsible receives the ball. She is to go directly to her and mark her closely. If the opponent is faster than the marker, the marker should not get too close. If the opponent has better stick work than the marker, the marker's object would be to get as close as she can; thus, denying her opponent any space in which to execute her superior stick handling skills.



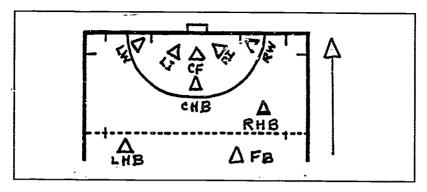


FIGURE 3 Center halfback at the top of the circle in a key scoring position.

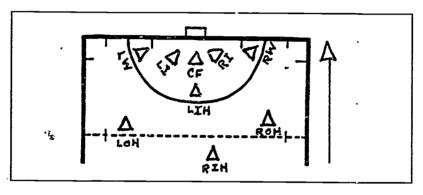


FIGURE 4 Left inside half in a key scoring position at the top of the circle.

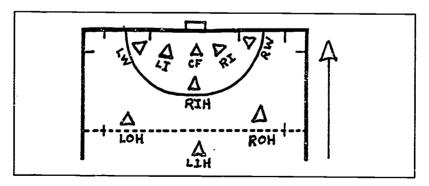


FIGURE 5 Right inside half in a key scoring position at the top of the circle.



#### **Tackle**

When you tackle, you can do it with one or two hands on your stick. A one hand tackle is called a jab. Remember, to tackle is to take the ball away from your opponent.

## **Defensive Recovery**

If your opponent manages to get by you, NEVER TURN AROUND AND ATTEMPT TO TACKLE BACK WITHOUT LOOKING FIRST TO SEE IF ONE OF YOUR TEAM-MATES IS THERE SUPPORTING YOU!!! Do not tackle back immediately! Your support person is ready for you to get passed. She is waiting for it, in good position to pick up the opposing player passing you. If you move in to get your ball back, you will be causing a foul, called third party obstruction. Because two of you played the same ball, it formed a wall that obstructed, or prevented, your opponent from playing the ball. Your opponent would then be awarded a free hit. Instead, when you get passed, look back and check to see if your support is there. If she is, run around wide, GET YOUR FEET FACING YOUR OWN GOAL, and prepare to support your teammate on the diagonal defense. If the ball has entered the other team's attack circle, quickly pick up a free person and mark her closely.



## Goalkeeper

The position of goalkeeper is vital to any team. There are certain qualities that a goalkeeper on a team must have if a team is going to be effective. First and foremost is confidence. A goalkeeper has to believe in her own capability. Without that element, she will never experience success, and likewise, neither will her team. Conversely, a team must also have confidence in its goalie. If the defenders don't believe the goalkeeper is capable of stopping shots, they may tend to float back toward the goal cage to do the goalie's job, thereby leaving the players that they are supposed to be marking virtually free in the circle.

Another quality a goalkeeper must have is determination. She can't be afraid to get dirty or even hurt at times. Although goalkeepers are supplied with adequate padding to prevent injury, it is often necessary for them to dive to the ground to stop a wide ball from going into the goal cage. As practice must be game-like, goalies have to dive on the ground every day. They can't save the dives just for games.

The goalkeeper must be the leader of the defense. When in the circle, she must verbally keep everyone on her team aware of what players are most dangerous and who is unmarked. She should also be aggressive enough to come out away from the cage to tackle a forward, but also agile enough to be able to recover quickly and recover back to the goal cage. She needs to learn to call her own ball verbally. She should yell, "keeper," when she plans to stop a shot on goal. Her teammates must learn to listen and respect her request. As the job of defenders requires them to be marking in the circle, it is logical for the keeper to be the person designated actually to field a shot on goal. She is there for that purpose. A defender who attempts to stop a hard shot with her stick may cause the ball to deflect off her stick and end up in the cage. It is instinctive for a defender to want to stop a shot. That is why the goalie must learn to call for the ball loudly,



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and the defender must learn to recognize the call and deny her instinct by staying with the player she is defending and leave the stopping of the initial shot to her goalkeeper.

The techniques used by goalkeepers have changed drastically in the past few years. Goalkeeping skills in the past were performed with the body in a low crouched position and her clears were made with the instep of the foot. She used to be taught never to use her stick. Today, all work by the goalie is performed in an upright position and power clears are made with the toe. The instep is only to be used for directing the ball, and her stick is used often. Because of these changes, no matter how experienced the goalie, the material she is learning will be new to her. Constant, dedicated practice is necessary if she is going to develop fully as a goalkeeper.

Many times goalkeepers are left alone at practice. There are usually only one or two of them as compared to 30 to 50 field players. Goalies must be motivated enough to work together and to recruit players who are sitting out and not directly involved in practice organization to hit to them.



## Offense

Being a forward means that your primary responsibility will be to create scoring opportunities. However, you will have definite defensive responsibilities as well. The offense I believe most effective is a 3-2. That means three forwards, a center and two wings, and two links or inners behind them.

Parts of the offensive responsibilities:

- 1. Getting the ball out of the defensive end, thereby initiating an offense.
- 2. Continuing the offense or midfield offense, and creating breakaways.
  - 3. Circle play.
  - 4. Going back on defense when your team loses possession.

## Getting the Ball Out of the Defensive End

In order to move from defense to offense, it is imperative that the defenders know exactly where the forwards will be positioned - ready to receive these outlet passes. It's very frustrating when a teammate hits the ball hard out of the opposite circle toward the sideline, and the wing, who is running as fast as she can, just can't get to it. It is usually the fault of the person who hit it out to the wrong place. Of course, you want to get the ball out of there as soon as you can, but the better player doesn't panic. She gets it out in a hurry, but she remembers who is waiting up field and who is back. Generally speaking, if the other team has the ball in its attack circle, your ball side wing should be flat and your center forward should be up around the 50 yard line in the ball side inner position. The other wing would be situated in the opposite inner position, also near the 50 yard line. That positioning gives your defense three good possibilities with which to initiate an offense. (See Figure 6)



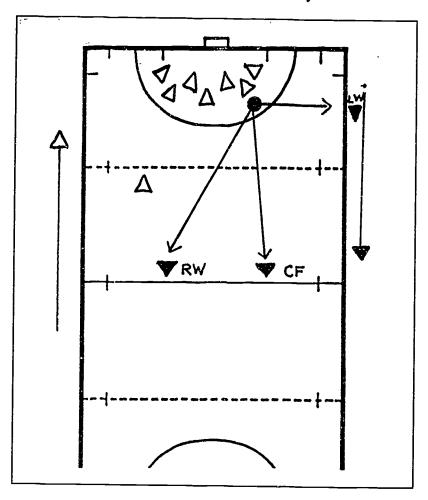


FIGURE 6 Three choices to begin a break away: a flat, a through, and an angle pass

The three choices the defender can make are a short flat pass to the ball side wing, a hard through to the center forward, or an angle to the opposite wing. This last option is not used as often. There are usually too many opponents in the way, thus preventing a clear path to that opposite wing.

There is, however, another way you can change fields and get the ball to the opposite wing. (Changing fields is something you should do as often as possible and changing fields is a sign of a great team.) Remember, you have your inners. The



inners act as links between the offense and the defense. The non-ball side inner can always be used for a quick flat field change. She can receive the pass and put it quickly through to the opposite wing. (See Figure 7)

Your two inners are key in getting the ball out of the defensive end. They are always positioned up by the top of

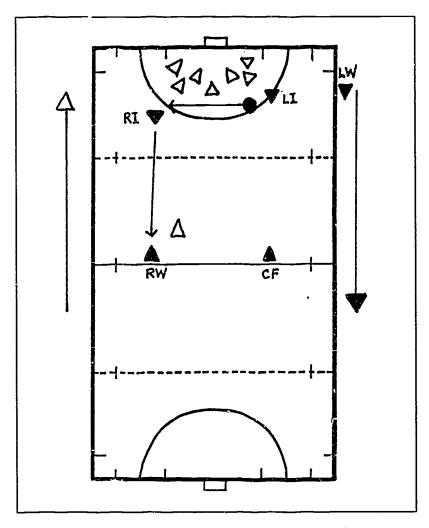


FIGURE 7 A breakaway option involving a field change: a flat pass to the non-ball side inner and a through to the right wing.

the circle. When the other options discussed won't work, a quick pass to either of them is often possible.

# Breakaway, Midfield Offense and Replacement

No forward is assigned to a specific position all of the time. There are times when any forward will be required to play out of position. Whatever forward is up field and gets to the ball first, initiates the quickest offense she can. If there is someone further up field, the forward is to hit either directly to her, or hit it through into a space for her to be able to cut on it. While a player is cutting for the ball, she should be anticipating what she will do when she gets it. Once the forward who is farthest up field has the ball, she should move directly toward the defender who is waiting at the edge of the circle, to begin to draw her. The other forwards fall into positions solely in relation to the moves this forward farthest up field creates. This is called replacement or interchanging. The ideal situation would be to get the person with the ball in the center and have the two other forwards on either side of her. That way, when the player with the ball draws the defender, she could pass off to either side. If the defender goes to the right, she would then pass to the left. If the defender goes to the left, she would pass to the right. In either situation, she is guaranteed to have a free forward in the circle in an ideal position to score a goal.

While these three players, the center forward and two wings, are breaking away, the two inners are cutting up field and the rest of the defense is following, in order to set up a good

support system.

# Circle Play

One person must be assigned to the pads. The center forward is in a natural position for that role. That person learns to read the goalie. Her goal is either to get her stick on the ball as it is moving toward the cage, before the goalie touches it, or to get her stick on it as it comes off the goalie's pads. The



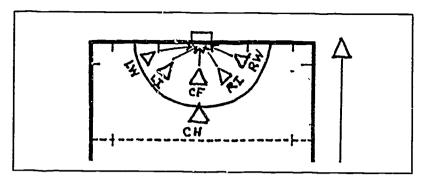


FIGURE 8 All areas around the goal are covered by the forwards and center halfback.

two inners play on 45 degree angles off the goalie and move towards the goalie slightly after the person assigned to the middle moves. The ball side wing comes in to the circle a bit, trying to receive a rebound from the goalie. This is the point at which the center halfback, or inside halfbacks, are crucial in the scoring of goals. They set themselves on the top of the circle waiting for any ball that goes behind the forwards. This is a wonderful opportunity for halfbacks to score. They are often unmarked in the circle. (See Figure 8)

It is every team member's job to check and make sure that all these circle positions are covered. The most inside positions are the priority positions. If, for example, the inner saw that the center forward was not around, and a ball was moving toward the cage, the inner should shift over to the center forward position, and the wing would switch over to the inner position. This is another form of interchanging or replacement. All this switching is done verbally as well as physically. A player could call out, "I have the pads, someone take my inner spot." "I have the inner's spot, someone play outside."

# Going Back on Defense

When an opponent takes the ball away from you, the first thing you must do is look and see if your support person has already picked up your opponent. If she has, then resume an off position by asking yourself, "Where can I be that



I can be used?" If, on the other hand, your support person has not picked up your opponent, then you must tackle back. Pivot, jab your stick in, get your feet facing your own goal, and contain her until you are able to take the ball from her. The defense backing you up will allow you enough space to contain her and will simultaneously get themselves in position to support you should your opponent get away from you.

Another occasion when you will have to be responsible for defense will be when the opposing team is in their attacking circle. THE INNERS MUST MARK the free players up by the top of the circle. Your ball side wing should look to see if there is any other unmarked person in your opponent's circle, and if there is, the wing must pick her up and mark her. If the opposing team brings even more people into the circle who are unmarked, then the center forward may have to come back and pick up the free person. The last person to come back would be the non-ball side wing. It's best not to use this last remaining forward for a defensive job. It's best to leave at least one person up field to be used to create a breakaway. There may be times, however, when you will decide to forego the breakaway set up. For example, what if you have a lead in the game and there are only two minutes lest to that game? In this case, it might be a good idea to bring everyone back on defense, to be sure the other team can't possibly score, thereby waiting out the last two minutes. These are the kinds of decisions intelligent players might be called upon to make in a game.



# **Free Hits**

# **Defending**

When an opponent is awarded a free hit by the official, your forwards are specifically responsible for thwarting the progress of the free hit. The process the forwards use is called blocking up the hit.

Usually the forwards do what's called "ringing the hit." They make a half circle around the hitter with their sticks on the ground in a ready position to use the ball if this "block up" works. Sometimes a team you play against has a player that hits a hit that is so hard that you may find it difficult to stop. If you are going against a team that uses a hard free hit, and you are having difficulty stopping it, you can try two other methods to stop it.

#### Arrowhead

In order to stop an exceptionally hard drive, leave one of the blocking up forwards close to the opposing hitter, and place the other two forwards very deep—away from the free hitter. That gives the people placed deep more time to react to the hit; therefore, they are more likely to be able to stop it. The close person is there to cut off the possible flat or short pass.

#### **Getting Deep**

Another method that could stop an exceptionally hard free hit is unique, but effective. All the forwards on your team should back up very deeply, positioning themselves far from the free hitter. That situation creates a big space between the other team and you. We are hoping that the opposing team won't pass up the opportunity to place a soft flat pass out to their wing, since there are no opposing players to stop it. After they do that, you would rush back. Your chances of



winning the ball on a 1V1 with the wing is better than combatting the exceptionally hard hit. What your coach is referring to when she yells, "GET DEEP," is precisely this situation. This situation wil! be ideal when you get to the point where you can make the decision to get deep, without the benefit of the coach's instruction.

#### The Defenders

The job of the defenders is to cover all the spaces on the field in back of the forwards. The halfbacks and fullbacks need to cover and fill all these spaces.

The sweeper is farther back than the halfback or fullback and placed in direct line between the hitter and the goal.

# Offending: Where to Put the Hit

#### Defense Hit

Refer to break away for a reminder of where all the players would be placed. If the defense hit occurs on the left side, the ball side wing on the left will be flat, or even with the ball. The center forward will be cutting back on an arc toward the outside of the ball side of the field. The right wing will be cutting from off the field on an arc toward the center of the field near the 50 yard line. The ball side inner will be cutting in a short arc to receive a soft pass on the left side. The right inner will be cutting from off the field to the non-ball side inner spot to receive a field change. There are other backs you can use for a back pass. Any of these people could be in a position to receive the ball. It all depends on the location of the opposing team. (See Figure 9)

If the hit is being taken on the right, the only change to occur would be that the right wing would not be flat. She would instead position herself about ten yards farther up the field. The right halfback would take the flat pass from off the field and even with the ball, as does the left wing when the hit is taken on the left side. (See Figure 10)

All other free hits between 25 yard lines will hold the same rmat as for a defense hit. All players will position themselves

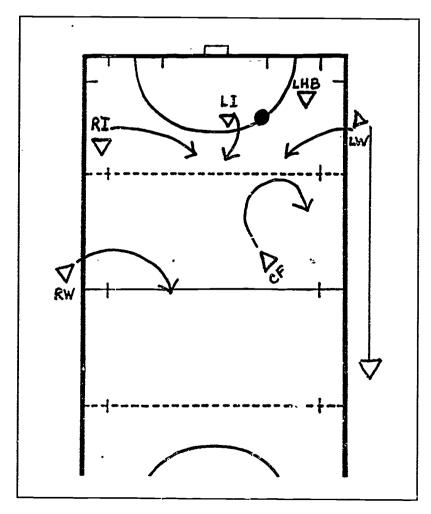


FIGURE 9 The cutting paths of the forwards waiting to receive the defense hit from the left side

in the same manner. The difference is that there won't be as much space between players as the ball approaches the offensive circle as there is when the ball is back near the 16 yard line.



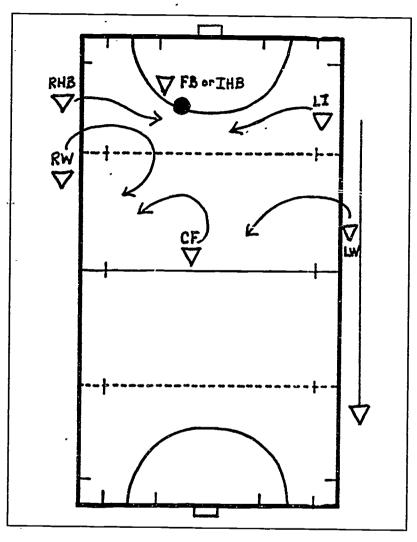


FIGURE 10 Cutting paths of the forwards waiting to receive a defense hit from the right side.



# Hit Ins

# **Defending**

When defending another team's hit ins, the forwards defend the hit as they would against a free hit. They position themselves close to the hitter, trying to cut off close spaces through which the hitter is attempting to pass the ball. The remaining players on your team will fill in the spaces farther from the hit, preventing all other players from getting the ball. Make sure that you also cut off a back pass option if you see that your opponent is setting it up. Assign one fast forward to the job of standing the required five yards away and have her accelerate directly towards the Lack pass receiver.

# Offending

# From the defensive end to the attacking 25 yard line

Players taking a hit in between the defending 16 yard line and the attacking 25 yard line should follow the following guidelines:

1. The outside halfback takes the hit.

2. Hit may not come above knee height.

3. All members of the other team must be five yards away.

4. One of your teammates should be very close to the person taking the hit in.

5. This close person, referred to in number 4, should be used as the first receiver. The distance between the hitter and the receiver is only a few inches. The ball passed to this receiver is merely a slight touch. This is good strategy, because it is actually the second person who does the hard hit or lift to where she wants to place the ball. The advantage of using the second person is that she has few restrictions. She is allowed to hit the ball as high as she wants it to go. So many hits in are lost on the initial hit because the ball rises only



a few inches above the knee. This is usually caused by a slight lift to the stick or because the ball hits a clump of grass. In either case, if the ball is lifted, the hit in is then awarded to the other team.

6. All the offensive players will play the same general field spaces they usually do for free hits, so that the ball can be hit to any of those spaces.

# Between the 25 yard line and the goal

If the hit in is taken between the 25 yard line and the goal, it must be looked upon as a chance to score a goal. Your team should try to take complete advantage of that possibility. When taking a hit in in this area, the following guidelines should be followed:

- 1. Instead of the halfback, the right wing takes the hit in when the hit is on her side.
- 2. Instead of the halfback, the left wing takes the hit in when the hit is on her side.
- 3. When either wing takes the hit in from this offensive area, it should be handled exactly as a long hit would be handled (Long hits will be explained in the next section).
- 4. An option that must always be considered is a pass to the opposite wing. She will cut toward the goal and attempt to deflect it into the cage.
- 5. As play is close to your goal, defensive support should remain a strong consideration. As soon as a ball hit in from the side line looks as if it will enter the circle, the ball side inner will no longer be used as a defensive support person; she must begin her own acceleration to goal. Therefore, one of the inside halfbacks (if playing four halfbacks), or the center halfback (if playing three halfbacks), must pull toward the outside to support the play. If the ball is on either side of the circle, it must have adequate support. One person as support is not enough. Between the 25 yard lines, the inners facilitate this support purpose, but between the 25 yard line and goal, you must depend on the halfbacks.



# Free Hits Into Circle and Long Hits

## Free Hits Into the Circle

Every time your team has a hit into the circle or a long hit, you should look at it as an excellent opportunity to score a goal. Take it very seriously. Your coach will probably be giving you some specific situations for hits into the circle. There is room in your journal for you to add new ones as the season progresses. Try to be creative and see if you can think of any yourself. If you do, present the ideas to your coach.

# Hard hit directly to the goal post

A very effective hit into the circle is a hard hit to the opposite goal post. If the hit is taken from the right to the left goal post, then the left inner must be ready. The left inner must be moving as the ball is hit. She must have the face of the stick ready and her arms stiff. If the hit is hard, it will probably have to be received with a reverse stick stop while reaching forward. If the inner is running ahead of the ball, she uses the face stick. If she is behind the ball, she uses the reverse stick.

If the hit is taken from the left to the right, the right inner or wing must be ready. The person receiving must be moving when the ball is hit. The player receiving will always be using the face of the stick. This is a good spot to score with a deflection.

Try not to hit to the farthest left side of the circle at the end line. This is "dead space," and should be avoided.



#### Fake

A fake is an excellent tactic and can be incorporated into all of your offensive play. For hits into the circle, you can fake forward and pass back, or fake one way and go the other way.

#### Give and Go

A give and go is another offensive move that can also be used in many other situations. The concept involves drawing a defender from her space and, at the same time, quickly giving a flat pass to a teammate who is even with you. You then move into the space vacated by the defender and receive the pass back from your teammate.

#### Switch or Scissors

A switch, or scissors, is a very effective means of bringing the ball into the circle. Two players stand side by side. The person to the right hits a soft flat pass to the space to her right. The person on her left cuts behind the hitter and receives the pass. She enters the circle with the ball on her stick. (See Figure 11)

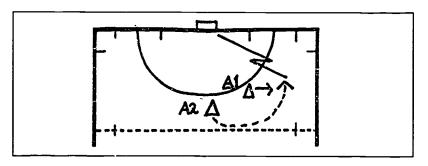


FIGURE 11 Switch or scissors. Player A1 fakes left while A2 runs in back of her and then receives a flat from A1. She then shoots for goal.



#### Iowa Fake

The Iowa Fake can be used in a defense hit as well. Two players are lined up, one in front of the other. One runs up to the ball and fakes hitting the ball to one direction. Instead of hitting it, she runs over the ball. The person behind her steps up and hits it to the opposite direction.

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# **Long Hits**

The most effective long hit to use is a hard and right across goal. The forwards must expect it and start their cuts early. Be sure all spaces in front of the goal are covered.

Another good option is the one discussed in the preceding section on a hit in beyond the 25 yard line. That would be a hard hit from one wing to the opposite wing. It must

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be done fast. It is imperative that the receiving wing starts her cut early. If it works correctly, all the receiver has to do is deflect the ball into the corner.

If the hit across goal is not working, then a short pass to a halfback at about the 16 yard line and 5 yards from the side line should be tried. She then shoots toward goal.

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# Penalty Corners or Short Corner

#### **Defense**

The positions needed for the five person corner defense

are: one flyer, two trails, one post and one goalie.

The flyer stands directly opposite the person she feels will be receiving the corner hit. As the stick comes back during the backswing of the person taking the corner hit, the body weight of the flyer comes back. Then when the person taking the hit makes contact with the ball, the flyer is off. The stick is held in her right hand and lined up with the ball. Her body is never to be lined up with the ball. If the receiver should manage to get the hit off with the flyer running at her, the flyer can't be hit by the ball if her stick is lined up with the ball. The only thing that can be hit by a hard drive is the stick. Hopefully, the flyer will get to the ball before the receiver gets her shot off. The flyer's role is to spoil the chances of the opponent's getting a corner hit off. For this reason she is sometimes called the "spoiler." Some people call her the "rush." If the flyer is fortunate enough to stop the corner and gather the ball on her own stick, that is the best situation. Remember, though, her purpose is only to ruin the hit. After she runs through, she looks over her shoulder to see what has happened. If the other team has managed to get a hit off after all, she runs back as quickly as she can and picks up a free person in the circle closest to goal.

Behind the flyer come two trails. The first trail follows the flyer. If the flyer goes to the left, then the trail goes to the left. The other trail, therefore, goes to the right. The goalie comes out opposite the flyer and we have created a diamond shape that is quite an effective defensive move. (See Figure 12)

The one vulnerable spot left in such a maneuver is at the far corner of the cage. Place your fourth defender there. She



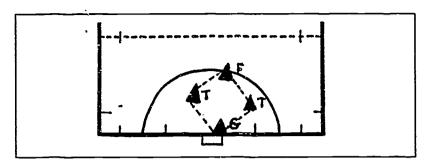


FIGURE 12 Diamond shape made by the defense. A very effective method of blocking an opponent's corner hit. F-Flyer T-Trail G-Goalie

is referred to as playing the post. That is just what she does. She-hugs the post with her body, and stands on the goal line with her stick in front of her. If the other team gets the shot off and it is obviously not going to be the post's ball, she moves out and picks up the most dangerous free player as soon as she can.

In the meantime, the fifth defender, who was made to stay at the 50 yard line for the corner, has made her retreat the instant the opposing team makes contact with the ball on the corner hit. She goes immediately into the circle on the ball side of the corner hit. She starts off at the 50 yard line on what appears to be the receiving side of the corner. As she enters the circle, she looks for the most dangerous player and picks her up and marks her closely.

#### **Offense**

You really need only one corner. The best is a direct hit from the left side to a person standing on the circle opposite the left post. The receiver stops it and hits it before the flyer can get to it. It is hit so hard that the goalie can't stop it. That is the number one - mer, and if you could use it consistently, you probably sidn't use any other. This play is what many international teams use when they are playing on astro-turf, and they score on it everytime. There has been a field hockey cheer around as long as I have been around

field hockey. It says, "Every corner is a goal!" It could very well be true for you, as it is for many international teams.

You won't, however, use this corner exclusively because you play on grass. A grass surface is totally unpredictable. You can have a great hit out, and a great receiver with a great drive, and still the ball can hit a clump of grass and veer off in any direction. You may be fortunate to have some very good corner receivers and hitters, but because of the surface, you should vary your corners.

Another corner that works well is a stick stop. A third person, the stopper, gets involved by performing a stick stop by bending down over the ball and stopping it with her hand on the toe of the stick. The hitter then hits it off the stopper's stop. Space is now provided for you to write your corner progres-

sion, as well as future corner progressions you will be using this season. You will probably change the order of your corners several times within the season. One reason for changing

corners is that different players become proficio

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## **General Offensive Considerations**

Whatever corner you use, the following points should be considered:

If the receiver is standing on the left side of the circle and receives her own ball, she must always be aware of how close the flyer is. If the flyer is coming on her too fast, then the receiver can do a quick (y) dodge to the non-stick side, and still get her shot off. The receiver can also be aided by a teammate who comes close to her in order to receive a pass off. She can also do a "pull-to dodge" to herself.

Most authorities prefer to take corners from the left side since all the shots for goal will be coming into the opponent's non-stick side. There are a few experts who contend that it is better to take it from the right side, since you don't have to take the time for the ball to cross the body of the receiver. This allows for a quicker stop-hit situation.

Most great coaches say that the hit should be received opposite the post. However, there are others that disagree, saying that if you receive it farther out in the circle, it won't take as long for the ball to get to the receiver.

Whatever you come up with, it is important that you always have a pass-off person ready in case the corner breaks down. Also, as the corner shot for goal is taken, the remaining forwards check that all vital scoring angles around the goalkeeper are covered.



# **Practice Organization**

Begin each day with a jog around the field in order to get the blood flowing enough to begin stretching. The next event in practice is always stretching, and you should do it for at least 20 minutes. This is to prevent injury. The captains usually

lead the stretching.

Next, you will do three skill circuits. For the first you will be put into one of six groups. There are six stations to which you will travel. The second circuit is designed to improve your individual ball control skills. The final circuit has two parts. On one part you will travel to three stations and spend five minutes at each station. In the other part you will do a variety of skills with a partner in a shuttle formation. These three circuits are briefly described below.

# **Daily Circuit Plan**

Full Group Station Circuit

SIT UP - PARTNER HOLDING BOXES FACING ENDLINE BOXES FACING OTHER ENDLINE LINE

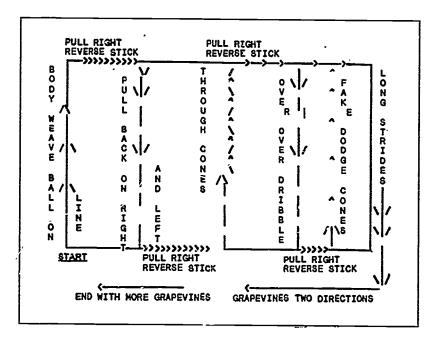
TO SIDE LINE, LATER ADDING JAB, AND FINALLY ADD A TACKLE

PUSH UPS
PARTNER WRIST STRENGTHENING WITH STICK
BENCH REBOUND
FACE STICK THEN REVERSE STICK

One and one half minutes is spent at each of the six stations. If a change is required, as in direction, or to another exercise, change at the end of 45 seconds.



#### **Dribble Drill**



#### Half Group Station Circuit

The first skill to be worked on is blocking up free hits. One person starts by hitting the ball hard toward the other people in her group. Whoever stops the hit, points in one direction, gives group members time to react, and then hits the ball hard. This process is continued for about five minutes. Part of the skill is to react immediately in order to position oneself to be ready for the hit. The other skill is to be able to stop the hit.

Shuttle formation: push pass, flick, and reverse stick hard hits. Next, do open-faced lifts or scoops with partner, then reverse stick hits and stops. The total time spent is 15 minutes. At the same time the skills mentioned above are being practic. I, the other half of the players are doing the following:

STATION #1: 1 V 1, AND ALTERNATE WITH 3 V 2 WITH THE SWEEPER AND GOALIE.



STATION #2: DRIVING THE BALL HARD FROM THE EDGE OF THE CIRCLE AT A REBOUND BOARD POSITIONED IN FRONT OF THE GOAL CAGE, PICKING UP THE REBOUND, AND FLICKING OVER THE BOARD. (USE FOOTBALL TACKLE DUMMIES WHEN AVAILABLE)

STATION #3: PENALTY STROKES WITH THE GOALIE.

TOTAL TIME: FOUR MINUTES EACH STATION, WITH ONE MINUTE IN BETWEEN.

After the circuits are completed, we begin coached play-11 V 11 for one hour and twenty minutes. The last half hour of practice is usually made up of either special situation practice or conditioning.

We condition every other day. The conditioning is made up of a series of jogs and sprints. The length of jog time varies from 30 seconds to one minute and 30 seconds. The sprints last for eight seconds. The first series of sprints last for four seconds to the diagonal right and four seconds to the diagonal left. The second sprint lasts for four seconds straight ahead and then four seconds backwards in the same line of direction. These two types of sprints are alternated throughout the program. In the beginning of the season, the total time for this program takes 20 minutes. At state tournament time we peak at 40 minutes. Once a three game a week schedule has begun, we try to condition after games. In that situation, we decrease the time from 30 to 20 minutes, depending on the amount of exertion during the game. After a very competitive game, we will condition for only 20 minutes.



# Season Records and Calendar



# FIELD HOCKEY SCHEDULE

DATE:	OPPONENT:	HOME OR AWAY:	SCORE:	W, L, T.
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INAL RECO	ORD: WINS LOSSES TIE	GOALS SCORED	GOALS SCO	RED AGAINST

TEAM HONORS RECEIVED

SHUTOUTS

# INDIVIDUAL OFFENSIVE STATISTICS

DATE:	OPPONENT:	SHOTS:	ASSISTS:	GOALS:
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				<del></del>
TOTAL SHO	TG: TC	TAL GOALS SCOR	IED:	
Provided by FRIC	SISTS:	£61		

# INDIVIDUAL GOALKEEPING STATISTICS

DATE:	OPPONENT:	OPPONENT'S SHOTS:	SAVES:	OPPONENT GOALS:
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TOTAL OPPONENT'S SHOTS: \_\_\_\_\_ TOTAL GOALS SAVED:\_\_\_\_\_

"If you get caught with someone on you, use a little pass to teammate next to you, then you can always receive it right to teammate next to you, then you can always receive it right to teammate next to you, then you can always receive it right to teammate next to you, then you can always receive it right to teammate next to you, then you can always receive it right to teammate next to you, then you can always receive it right to team you always receive it right to team you?  **Month** Day** Date**  **Onth** Day** Date**  "If your opponent is faster than you, don't mark her too close it her stickwork is better than yours, mark her very closely." Boudewijn Castelijn, U.S.A. National team coach**		Day	Date
What I need to bring to practice or school tomorrow:	"If you get caught viteammate next to yo	with someone on you, u ou, then you can always	se a little pass to a 3 receive it right back.'
Vhat I learned today and what I know I need to work on tomorn  Practice Game Special Event Today  Jome Away Departure Time Opponent  "If your opponent is faster than you, don't mark her too closely if her stickwork is better than yours, mark her very closely."  Boudewijn Castelijn, U.S.A. National team coach <sup>3</sup>			
PracticeGame Special Event Today  JomeAwayDeparture Time Opponent  Month Day Date  "If your opponent is faster than you, don't mark her too closely if her stickwork is better than yours, mark her very closely."  Boudewijn Castelijn, U.S.A. National team coach <sup>3</sup>	/hat I need to bring to	o practice or school tom	orrow:
Month Departure Time Opponent  "If your opponent is faster than you, don't mark her too closely if her stickwork is better than yours, mark her very closely."  Boudewijn Castelijn, U.S.A. National team coach <sup>3</sup>	/hat I learned today a	and what I know I need t	o work on tomorrow:_
Month Departure Time Opponent  "If your opponent is faster than you, don't mark her too closely if her stickwork is better than yours, mark her very closely."  Boudewijn Castelijn, U.S.A. National team coach <sup>3</sup>			
"If your opponent is faster than you, don't mark her too closely."  Boudewijn Castelljn, U.S.A. National team coach <sup>3</sup>			
"If your opponent is faster than you, don't mark her too closely."  Boudewijn Castelljn, U.S.A. National team coach <sup>3</sup>			
If her stickwork is better than yours, mark her very closely." Boudewijn Castelijn, U.S.A. National team coach <sup>3</sup>			
	∕lonth	Day	Date
	"if your opponent is	s faster than you, don't	mark her too closely.
/hat I need to bring to practice or school tomorrow:	"if your opponent is if her stickwork is t Boudewijn Castelijn	s faster than you, don't cetter than yours, mark , U.S.A. National team c	mark her too closely. her very closely." coach <sup>3</sup>

me \_\_\_ Away \_\_\_\_Departure Time \_\_\_\_\_ Opponent \_\_\_\_\_

Practice \_\_\_ Game \_\_\_ Special Event Today \_\_\_

What I learned today and what I know I need to work on tomorrow:\_

Month	Day	Date
"A hit-in using two	people works better on	the left than right."
Assignments for tonigi	nt:	
	practice or school tom	orrow:
	nd what I know I need t	4,
Practice Game	_Special Event Today _	
	eparture TimeO	

Month	Day	Date
the left wing shoul taking the 16 yard	ng team has a defensive id use her body position hit to put the ball to the or it and intercept it."	to force the person
Assignments for tonig	Ght:	
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What I learned today	and what I know I need	to work on tomorrow:
PracticeGame	Speciai Event Today _	

Month	Day	Date _
and go." The space	easily by drawn in for the behind her is a natura should be aware of this	blace for one to
Assignments for tonig	ıht:	
What I need to bring t	to practice or school ton	norrow:
What I learned today a	and what I know I need t	to work on tomorrow:_
ractice Game ome Away D	_ Special Event Today Departure Time O	pponent
Month	Day	Date
"You must learn to	practice under stress. As the Russian soccer teaund of people yelling neur practice and at the sa	dd your own stress to
"You must learn to your practice. When pipe in recorded so to add stress to you ignore it."	practice under stress. A	dd your own stress to m practices, they gative comments. Try ame time learn to
"You must learn to your practice. When pipe in recorded so to add stress to you ignore it."	practice under stress. An the Russian soccer tea und of people yelling no ur practice and at the sa	dd your own stress to m practices, they gative comments. Try ame time learn to
your practice. When pipe in recorded so to add stress to you ignore it."  ssignments for tonigitation in the pipe in recorded so to some it."	practice under stress. An the Russian soccer tea und of people yelling neuron practice and at the sa this in the sa	dd your own stress to m practices, they gative comments. Try ame time learn to orrow:
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Month	Day	Date_
wo, but not on t	use a diagonal pass on the left. You must use a Because when you hit to nents non-stick side. What to their stick."	flat, through, or back the right, you are hit
Assignments for toni	ght:	
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What I learned today	and what I know I need	to work on tomorrow:
	Special Event Today _	
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Month	Day	Date _
"If the player you are go any farther back	e marking cuts back fo than the level of the b	or a back pass, do not all."
ssignments for tonigh	ıt:	
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	Special Event Today_	
Month	 Day	 Date
the right, let the bail front of your right for		y and receive it in es this when receiving
hat I need to bring to	präctice or school tom	norrow:
hat I learned today an	d what I know I need t	o work on tomorrow:_

Month	Day	Date_
"Wings must creat field and then cutt	e their own space by pla ing in."	ying out far off the
ssignments for toni	ght:	
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What I learned today	and what I know I need to	o work on tomorrow
tractice Game	Charles Front Today	
vacute Game	Special Event Today	

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Month	Day	Date_
"When you see so feel jealous or env Focus on the posi	omeone who performs bet vious, instead say, how ca tilve."	ter than you, never in I do It like you?
ssignments for toni	'ght:	
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hat I need to bring	to practice or school tom	orrow:
	to practice or school tom	
hat I learned today		o work on tomorrow:

Mónth	Day	Date
	ne right side, if you don' defense more than your	
Assignments for toni	ght:	
What I need to bring	to practice or school to	norrow:
What I learned today	and what I know I need	to work on tomorrow:_
	Special Event Today_ Departure Time(	
Month	Day	Date
low through, and o stick is contacting		urning just before the
Assignments for toni	ght:	
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	to practice or school tor	
What I learned today	and what I know I need  Special Event Today	to work on tomorrow:
What I learned today	and what I know I need	to work on tomorrow:

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Month	Day	Date_
"The position of riganything else. Sperpositioning oneself	ght wing depends more of and brains are definited in a way that enables to is the most important faight wing.4	on positioning than ely factors, but
ssignments for tonig	ht:	
	- higging of 2011001 (011)	onow:
	to practice or school tom	
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Vhat I learned today a	and what I know I need to	D work on temorrow:

Month	Day	Date
she needs power,	uid use her toe to clear and her instep when she	needs direction."
	int:	
	to practice or school ton	ютоw:
Vhat I learned today	and what I know I need	o work on tomorrow:
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PracticeGame	Special Event Today Departure Time C	
PracticeGame	Special Event Today	

"We tend to forget things when under stress."  "We tend to get negative and critical under stress."  "Fear gives us narrow vision."  "Now that we are aware of these facts, we can change them.  Assignments for tonight:  What I need to bring to practice or school tomorrow:  What I learned today and what I know I need to work on tomorrow:  PracticeGame Special Event Today  HomeAwayDeparture Time Opponent	Month	Day	Date _
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Practice Game Special Event Today			
Home AwayDeparture Time Opponent			
	What I learned today	and what I know I need	to work an tomorrow

Month	Day	Date_
authority." Vonnie	thing as an easy goal; Gros, U.S.A. National C	coach <sup>5</sup>
	ght:	
What I need to bring	to practice or school to	omorrow:
What I learned today	and whet know I need	
	Special Event Today	

"Halfbacks and fullbacks and sweepers shoul times that they have the ability to put the opposides."  Assignments for tonight:  What I need to bring to practice or school tomor	d be aware at all
	10 Seiswior Bursor
Yhat I need to bring to practice or school tomo	
	row:
What I learned today and what I know I need to	work on tomorrow:
PracticeGameSpecial Event Today	
HomeAway Departure TimeOpp	



Month _	Day	Date _
"I am more suits the most effective	than ever that 'one timing we way to win." Bobbie Sch	nultz
ssignments for tor	night:	
/hat I need to bring	g to practice or school tom	orrow:
/nat I learned toda	y and what I know I need t	o work on tomorrow:_
	Special Event Today Departure Time O	
ome Away	Special Event Today _Departure Time O	pponent
Jonth  "Dumping the bal yard line and the in a position to p fullbacks should	Special Event TodayOperature TimeOperature Time	Date  field between the 25 n excellent way to get ide halfbacks and
#Dumping the bay yard line and the in a position to p fullbacks should	Day  Il In the right corner of the end line on a free hit is a senetrate the circleright suse it often."	Date  field between the 25 n excellent way to get ide halfbacks and
Month  "Dumping the bal yard line and the in a position to p fullbacks should ssignments for ton	Special Event TodayOperature TimeOperature Time	Date

Home \_\_ Away \_\_\_ Departure Time \_\_\_ Opponent \_

NOTES, RES	ults and revie	W OF THE WEEK
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/lonth	Day	Date
tween means nothing	w, in the present. Before ng. If you are thinking c w's play, then you can'	f yesterday's mistake
ssignments for tonig		

What I need to bring to practice or school tomorrow: \_\_\_\_\_

What I learned today and what I know I need to work on tomorrow: \_\_\_

Practice \_\_\_ Game \_\_\_\_Special Event Today \_\_\_\_\_

Home \_\_\_\_\_Away \_\_\_\_ Departure Time \_\_\_\_\_Opponent\_\_\_\_

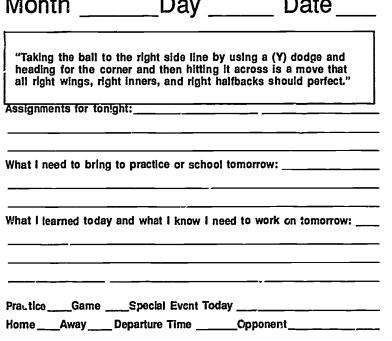


Month	Day	Date
"Forwards and ha Christy Morgan, U	ifbacks should dream of .S. Team <sup>6</sup>	scoring all the time."
LAssignments for⊭¹șni	ght:	
What I need to bring	to practice or school ton	norrow:
What I learned today	and what I know I need	to work on tomorrow:
Practice Game fome Away I	Special Event Today Departure Time O	opponent
Month	-	
MOHIII	Day	Date
"When you approac with an open stanc	th your opponent to cone in order to pick up a d	tain her, get there reflection."
"When you approac with an open stanc assignments for tonig	ch your opponent to conce in order to pick up a d	tain her, get there reflection."

Home \_\_\_ Away \_\_\_Departure Time \_\_\_\_\_ Opponent \_\_\_\_

Practice \_\_\_ Game \_\_\_ Special Event Today\_

Day	Date
e ball should be directly	
ht:	
<del></del>	norrow:
	to work on tomorrow: _
	Opponent
Day	Date
	ack dribbling, her should be directly ball should be directly ht:  o practice or school toroid what I know I need  Special Event Today





Month	Day	Date _
ner who boasts of	everyone loves a winner her own success. The w y, Giasshoro State Colle	orld loves culet win-
Assignments for tonig	ght:	
Vhat I need to bring	to practice or school tom	orrow:
Vhat i learned today a	and what I know I need t	o work on tomorrow:
ractice Game ome AwayE	Special Event Today Departure Time O	
Month	Day	Date
"It is often necessa	Day ry for the left inner to see	veen the belt through
"It is often necessa without stopping it. this skill!!!!"	rV for the left inner to sy	veep the ball through ure she practices
"It is often necessa without stopping it. this skiil!!!!" ssignments for tonigi	ry for the lift inner to su She must therefore be s	veep the ball through ure she practices
without stopping it. this skill!!!" ssignments for tonigi	ry for the lrit inner to su She must therefore be s	veep the ball through ure she practices
"It is often necessa without stopping it. this skill!!!!" ssignments for tonigitation in the skill!!!!" // still need to bring to the skill!!!!	ry for the lift inner to su She must therefore be s ht:	veep the ball through ure she practices
"It is often necessa without stopping it. this skill!!!!" ssignments for tonigital in the skill!!!!" said the skill!!!! said the skill!!! said the skill!!! said the skill!! said the skill! said the skill	ry for the left inner to su She must therefore be s ht:	veep the ball through ure she practices

	ULTS AND REVIE	
	<u> </u>	
onth	Day	Date

"If you have the ball and are not sure what to do, then try to ru on an angle. Have your left wrist in a position so that you can oulckly go right if you want to when you are approached by snother player." Vonnie Gros, U.S.A. National Coach <sup>5</sup>
Assignments for tonight:
What I need to £7ing to practice or school tomorrow:
What I learned today and what I know I need to work on tomorrow:
PracticeGameSpecial Event Today
forneAway Departure TimeOpponent
<b>**</b> •

Month	Day	Date _
receive the ball, the	is approaching her playe best time to get there t way your opponent car	is exactly when the
asignments for tonig	jht:	
/hat I need to bring	to practice or school ton	norrow:
/hat i learned today	and what I know I need	to work on tomorrow:_
ractica Como	Special Event Today	
	Special Event Today Departure Time C	
Month	Day	Date
"If your teammate iter of the field, vac	nas the bail, and you ha ate the center by runnin give her the opportunity nd at the same time crea	open to be in the cen- g on a diagonal. By to go in by drawing
"If your teammate iter of the field, vac doing that you will an opponent out, a to possibly receive	nas the bail, and you ha ate the center by runnin give her the opportunity nd at the same time crea	open to be in the cen- g on a diagonal. By to go in by drawing ating a space for you
"If your teammate it ter of the field, vac doing that you will an opponent out, at to possibly receive ssignments for tonig	nas the ball, and you ha ate the center by runnin give her the opportunity nd at the same time crea the next pass in."	open to be in the cen- g on a diagonal. By to go in by drawing ating a space for you
"If your teammate iter of the field, vac doing that you will an opponent out, at to possibly receive assignments for tonig	nas the ball, and you hal ate the center by runnin give her the opportunity nd at the same time crea the next pass in."	open to be in the cen- g on a diagonal. By to go in by drawing ating a space for you
"if your teammate iter of the field, vac doing that you will an opponent out, at to possibly receive ssignments for tonig	nas the ball, and you ha ate the center by runnin give her the opportunity nd at the same time crea the next pass in."	open to be in the cen- g on a diagonal. By to go in by drawing ating a space for you
"If your teammate it ter of the field, vac doing that you will an opponent out, at to possibly receive assignments for tonig	nas the ball, and you hal ate the center by runnin give her the opportunity nd at the same time crea the next pass in."	open to be in the cen- g on a diagonal. By to go in by drawing ating a space for you
ter of the field, vac doing that you will an opponent out, a to possibly receive assignments for tonig  What I need to bring  What I learned today  Tractice Game	nas the ball, and you hal ate the center by runnin give her the opportunity nd at the same time crea the next pass in."	open to be in the ceng on a diagonal. By to go in by drawing ating a space for you norrow:

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Month	Day	Date_
"The right inner r to herself while o her opponent."	nust be able to use the rev in the move. It is a natural	erse stick pull back way for her to dodge
ssignments for tor	night:	
What I need to bring	g to practice or school to me	orrow:
	g to practice or school to me	

Month	Day	Date
coach. She should	now her area and all defe tell everyone who is free rtunities to force players to oalle."	, and remind the
Assignments for toni	ght:	
What I need to bring	to practice or school tom	orrow:
What I learned today	and what I know I need to	o work on tomorrow:
Prostice Come	Smealel Frank Tadou	
	Special Event Today Departure TimeO	pponent



Month	Day	Date
"To set up a give a defender to comm!	and go, you must be clos It to you."	se enough to get the
Assignments for tonig	ght:	
What I need to bring	to practice or school tom	orrow:
What I learned today	and what I know I need to	o work on tomorrow:
<del>-</del>		рропен (
Month	Day	Date
other than a corne	no time for a backswing c or shot, so the time to lea lout a backswing is at pro	rn to shoot in the
Assignments for tonig	ght:	

What I need to bring to practice or school tomorrow:\_\_\_\_\_\_

What I learned today and what I know I need to work on tomorrow:\_\_\_\_\_

Practice \_\_ Game \_\_\_ Special Event Today\_\_\_\_\_

me \_\_ Away \_\_\_ Departure Time \_\_\_\_ Opponent \_\_\_\_\_

		<u>-</u>
/lonth	Day	Date
to assume a strad	nprove your own ball cont die position with one foot e pulling the ball from th	trol would be for you
"A good drill to in to assume a strad other, and alternat	nprove your own ball condide position with one foole pulling the ball from the usly."	trol would be for you
"A good drill to in to assume a strad other, and alternat the other continuo	nprove your own ball condide position with one foole pulling the ball from the usly."	trol would be for you
"A good drill to in to assume a strad other, and alternat the other continuo ssignments for toni	nprove your own ball contide position with one foote pulling the ball from the usly."	trol would be for you



Practice\_\_\_\_Game \_\_\_\_Special Event Today \_

Home \_\_\_Away \_\_\_ Departure Time \_\_\_\_ Opponent

Month	Day	Date _
"On every corner	everyone must know whe	re everyone is to be!'
ssignments for toni	ight:	
What I need to bring	to practice or school tom	orrow:
	and what I know I need t	-
ractice Game ome Away	Special Event Today _Departure Time O	pponent
lomeAway	Oeparture TimeO	pponent
ractice Game _ lome Away	_Departure Time O	pponent
Month  "The left wing muscomes across the "The left wing sho	Oeparture TimeO	Date
"The left wing mus comes across the "The left wing sho the post. She shou	Day  st have a good eye on de circle into the cage." build be a key scorer when uid trap and shoot."	Date
"The left wing muscomes across the "The left wing shother the post. She shot ssignments for toni	Departure TimeO  Day  st have a good eye on de circie into the cage." build be a key scorer when uild trap and shoot."	Date

Practice \_\_\_ Game \_\_\_ Special Event Today\_

Home \_\_\_ Away \_\_\_\_Departure Time \_\_\_\_\_ Opponent

Month	Day	Date
"Through passes g player's stick."	go to spaces; angle pass	es go to a specific
	ght:	
	to practice or school ton	
What I learned today	and what I know I need (	to work on tomorrow
	Special`Event Today _	

Month	Day	Date_
"You have two cho light a candle." Au	ices: you can either curs thor unknown.	se the darkness or
ssignments for tonic	ght:	
Vhat I need to bring	to practice or school ton	n Strow:
Vhat I learned today	and what I know I need t	to work on tomorrow:
	Special Event Today _	

Month	Day	Date _
"Use more flicks in many you will use i	a game. Set a goal for y n a game, and then do i	rourself. Say how L"
Assignments for tonig	yht:	
	to practice or school ton	orrow:
	and what I know I need t	
	Special Event Today Departure Time O	
Month	Day	 Date
the right side and c pass, then the right		alfback cuts off the vay to the end line will be harder for the
Assignments for tonig	ht:	
What I need to bring	la mundian an artis at to-	
	m practice or school tom	
What I learned today	and what I know I need t	
Practice Game	and what I know I need t	o work on tomorrow:
Practice Game	and what I know I need t	o work on tomorrow:

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Month	Day	Date
"There is no better	offensive move than bri	inging the heli deur
the nant side and	nitting it across. It is be de of the defense, and ti	st to enter the circle his tactic will facilitate
ssignments for tonig	ht:	
/hat I need to bring	to practice or school tom	iorrow:

Home \_\_\_Away \_\_\_ Departure Time \_\_\_\_\_Opponent \_\_\_\_\_

Practice\_\_\_Game \_\_\_Special Event Today \_\_\_\_\_

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Month	Day	Date
the ball, not the sh		-
	ht:	
		omorrow:
What I learned today (		d to work on tomorrow:
Practice Game		<del></del>
		Opponent

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Month	Day	Date
"When your team must be on the to		, the non-ball side inner
L Assignments for tonio	jht:	
What I need to bring	to practice or school	tomerrow:
What I learned today	and what I know I nea	ed to work on tomorrow:
Practice Ganie	Special Event Toda	y
<del></del>	-	Opponent
n a		OM

Month	Day	Dațe
back."	opponent, step behind i	
ssignments for tonig	ht:	
	o practice or school tom	
Vhat I learned today a	ind what I know I need t	o work on tomorrow:
	Special Event Today _ eparture TimeO	

Month	Day	Date
"Goalkeepers shou will clear the ball o	id develop a strong left on the attacking team's r	foot clear. Her left foot non-stick side."
Assignments for tonig	ht:	
	to practice or school to	
<u> </u>	and what I know I need t	
	Special Event Today _	
lomeAway [	Departure TimeC	pponent

Month	Day	Date
forced to the outs		
	ght:	
		norrow:
What I learned today	and what I know I need	to work on tomorrow:
Practice Game	Special Event Today_ Departure Time C	Opponent
Month	Day	Date
about three vards i	shoots for goal and you he pads, you should spr n front of the opposing g down. When the goalle s	Int on her shot to

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Month	Day	Date
about three varde	shoots for goal and you the pads, you should sp in front of the opposing down. When the goalle	rint on her shot to goalle with your left stops it, you stop to
Assignments for tonig	yht:	
What I need to bring	to practice or school ton	norrow:
What'l learned today	and what I know I need t	to work on tomorrow:
		pponent
	_	

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Month	Day	Date
you can never be t	relaxed when you are be ense when you are breat trol your anxiety level, be Rob Gilbert, Montclair St	thing slowly. You may
ssignments for toni	ght:	-

Practice \_\_\_Game \_\_\_Special Event Today \_\_\_\_\_\_Opponent \_\_\_\_\_Opponent \_\_\_\_\_\_Opponent \_\_\_\_\_

What I learned today and what I know I need to work on tomorrow: \_\_\_\_\_

Month	Day	Date
"As a marker in the shoulder especially for your goalle to r	e circle, you may have t against a cherry picker nove."	to push a bit with your r. You must make room
	ht:	
<del>-,</del>		
What I learned today a	and what I know I need (	to work on tomorrow:
Practice Game Iome AwayD	_ Special Event Today_ eparture Time C	pponent
√lonth	Day	Date
"There is a great ne left forearm and write drive for goal and b tum. Fake left and re	ed for a left wing to dest. She should have a steam and the able to break away will everse stick; pull right a	velop strength in her trong reverse stick thout losing momen- and continuo on to
"There is a great ne left forearm and write drive for goal and b tum. Fake left and re	ed for a left wing to des	velop strength in her trong reverse stick thout losing momen- and continuo on to
"There is a great ne left forearm and writed for goal and by turn. Fake left and regoal."	ed for a left wing to dest. She should have a steam and the able to break away will everse stick; pull right a	velop strength in her trong reverse stick thout losing momen- and continue on to
drive for goal and by tum. Fake left and re goal." ssignments for tonigh	ed for a left wing to dest. She should have a stee able to break away will everse stick; pull right ant:	velop strength in her trong reverse stick thout losing momen- and continue on to
"There is a great ne left forearm and write for goal and be turn. Fake left and regoal."  ssignments for tonight that I need to bring to that I learned today as a catice Game	ed for a left wing to dest. She should have a steamle to break away with everse stick; pull right and the practice or school tomorphic what I know I need to special Event Today	velop strength in her trong reverse stick thout losing momen-ind continuo on to
"There is a great ne left forearm and write for goal and by tum. Fake left and regoal."  ssignments for tonight that I need to bring to mat I learned today and the satting of the satting	ed for a left wing to dest. She should have a steamle to break away with everse stick; pull right and the practice or school tomorphic what I know I need to special Event Today	velop strength in her trong reverse stick thout losing momen-ind continuo on to

Month	Day	Date_
"Learn to use the shoulders all at t your opponent."	e body more. Use your boo he same time. This will lea	iy, stick, and d easily into faking
Assignments for to	night:	
What " need to brin	g to practice or school tom	norrow:
What I learned toda	y and what I know I need t	o work on tomorrow:
Practice Game	Special Event Today	
lomeAway	Special Event TodayODe, inture TimeO	pponent
Vionth  "The time it takes hits it to the success of time are 1.8 second	Day  for & corner hit from the it the hit comes off from the corner. The quickest tills for the men's internation	Date
Vionth  "The time it takes hits it to the success of time are 1.8 second	Day  for & corner hit from the int the hit comes off from the corner. The quickest the for the men's internation omen." Betty Logan, Rutge	Date
"The time it takes hits it to the instat to the success of time are I.8 seconds for the wassignments for ton	Day  for & corner hit from the int the hit comes off from the corner. The quickest the for the men's internation omen." Betty Logan, Rutge	Date  Date

Practice \_\_\_\_Game \_\_\_\_Special Event Today \_\_\_\_\_

\_\_\_\_Opponent\_

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Month	Day	Date _
stick. She should u	times that the goalkeep ise it to pull the ball in She can use it to clear	order to clear, and to
Assignments for tonig	ht:	
What.I need to bring t	to prectice or school ton	norrow:
at I learned today a	and what I know I need (	to work on tomorrow:
	Special Event Today Departure Time C	
"Always follow you that since you know	r shot to goal. You are t	and where the
"Always follow you that since you know rebound will go. Yo can clear it."	r shot to goal. You are t	he best one to do and where the o it before the goalle
"Always follow you that since you know rebound will go. Yo can clear it." Assignments for tonig	r shot to goal. You are t w exactly where it went ou n.ight be able to get t	he best one to do and where the o it before the goalle
that since you know rebound will go. Yo can clear it."  Assignments for tonig	r shot to goal. You are to exactly where it went ou naight be able to get to the short in the sh	he best one to do and where the o it before the goalle
"Always follow you that since you know rebound will go. Yo can clear it." Assignments for tonig	r shot to goal. You are to wexactly where it went ou n:ight be able to get to get to get to get to get to practice or school ton	he best one to do and where the o it before the goalle norrow:
"Always follow you that since you know rebound will go. Yo can clear it." Assignments for tonig What I need to bring to the since when the since we have a since when the since we have a since when the since we have a since	r shot to goal. You are to wexactly where it went to unlight be able to get to get to practice or school tone and what I know I need to	he best one to do and where the o it before the goalle norrow:

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√lonth	Day	Date
opponent will allo	or general 1V1 play: When reye on the ball; take as w; don't commit with the ur left hand loose; have have patience."	s much space as your
ssignments for toni	ght:	
hat I need to bring	to practice or school ton	norrow:
	and what I know I need t	to work on tomorrow:
hat I learned today	ans what I know I hotel	
hat I learned today	and what I know I need to	

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Month	Day	Date _
large step and sho	o lose your opponent. F uider fake and accelerate for right wings to use."	ake one way with a the other way. This
Assignments for tonig	ht:	
What I need to bring t	o practice or school tom	orrow:
Vhat I learned today a	and what <sup>1</sup> know I need t	o work on tomorrow:_
	_ Special Event Today Departure Time O	
<del></del>		
	<del></del>	
Month	Day	Date
"The right inner sho a centering pass fro If she does, she wil	ould learn never to attem om the right wing across il most probably hit it ou ore, should jump over it	npt to stop the ball on to the stroke mark, it o. bounds uninten- bringing her
"The right inner she a centering pass from the control of the cont	ould learn never to atten om the right wing across il most probably hit it ou	npt to stop the ball on to the stroke mark, it o. bounds uninten- bringing her
"The right inner sho a centering pass fro if she does, she wil tionally. She, therefo defender with her." Assignments for tonigi	ould learn never to atten om the right wing across il most probably hit it ou ore, should jump over it	npt to stop the ball on to the stroke mark, it o. bounds uninten- bringing her
"The right inner sho a centering pass fro if she does, she will tionally. She, therefore defender with her." Assignments for tonigh	ould learn never to atten om the right wing across il most probably hit it ou ore, should jump over it, ht:	npt to stop the ball on to the stroke mark, it o. bounds uninten- bringing her
a centering pass from the does, she will the does, she will the defender with her."  Assignments for tonigitation with the defender with t	ould learn never to attended the right wing across it most probably hit it outlier, should jump over it.	npt to stop the ball on to the stroke mark, it o. bounds uninten- bringing her
"The right inner sho a centering pass fro if she does, she wil tionally. She, therefore defender with her."  Assignments for tonight  What I need to bring to  What I learned today a	ould learn never to attended the right wing across it most probably hit it outlier, should jump over it.	opt to stop the ball on to the stroke mark, it o. bounds uninten- bringing her  orrow:

Month	Day	Date
her run out. She sh	orner hit is being hit our nould stop and position is stopped on the edge	herself for the shot
Assignments for tonig	jht:	
What I need to bring t	to practice or school ton	norrow:
	and what I know I need	_
	Special Event Today _ Departure TimeC	
Month	Day	Date
	yer must develop grip s	
ssignments for tonigi	ht:	

Practice \_\_\_\_ Special Event Today \_\_\_\_\_
Home \_\_\_\_ Away \_\_\_ Departure Time \_\_\_\_\_ Opponent \_\_\_\_

What I learned today and what I know I need to work on tomorrow:

takes as long as	goal, learn a new skill, It takes." omo:row:
ractice or school t	
	omorrow:
what I know I nee	d to work on tomorrow:
	1
rture Time	Opponent

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Month	Day	Date _
ball back to yourse		to your right, and ingle to the right, there
signments for ton'	pht:	
Vhat I need to bring	to practice or school ton	norrow:
•		
Vhat I learned today	and what I know I need	io work on tomorrow:
	_ Special Event Today_	
oineAway	Departure TimeC	Opprinent
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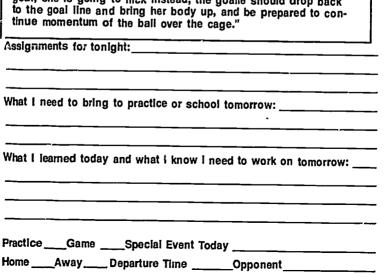
NOTES, RESULTS AND REVIEW OF THE WEEK					
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Month	Day	Date_
circle, so she shou take one step in th	circle knows what space sold never go directly there e opposite direction and celerate to the space she	. She should first throw her shoulders
ssignments for tonig	ht:	
Vhat I need to bring	to prectice or school tom	orrow:
	to prectice or school tom	
Vhat I learned today		o work on tomorrow



Month	Day	Date _
ponents to the si	rule for offensive players deline. Either one is all ri is especially true as they	ght, although their left
Assignments for ton	light:	
What I need to bring	g to practice or school ton	norrow:
What I learned today	y and what I know I need	to work on tomorrow:
	Special Event Today_ Departure Time	
HomeAway	- · - <del></del>	
	Day	Date _
Month		circle only; only she
"A forward should should picture it U.S. team.6"	Day	circle only; only she ball." Christy Morgan,
"A forward should should picture it U.S. team.6	Day	circle only; only she ball." Christy Morgan,
"A forward should should picture it U.S. team.6" Assignments for ton	Day d focus on the ball in the to be the size of a beach	circle only; only she ball." Christy Morgan,
"A forward should should picture it U.S. team.6" Assignments for ton What I need to bring	Day d focus on the ball in the to be the size of a beach	circle only; only she ball." Christy Morgan,

Month	Day	Date_
"When the ball is i tween players. This	n the midfield there sho makes for a good supp	uld be no gaps be- ort system."
Assignments for toni	ght:	
What I need to bring	to practice or school ter	morrow:
What I learned today	and what I know I need.	to wark on tomorrow:
	Special Event Today _ Departure TimeC	
Month	Day	Date
goal, she is going to to the goal line and	ees that a player is not o flick instead, the goali bring her body up, and the ball over the cage."	a should drop back





Month	Day	Date
"A forward will nev	er break free if she does	sn't use an initial fake."
Assignments for tonig	ht:	
What I need to bring t	to practice or school tom	orrow:
What I learned today	and what I know I need t	o work on tomorrow:
		pponent
Month	Day	Date
"Right half backs, I	f you have a left wing ag	gainst you who

Month	Day	Date _
always puils the ba	If you have a left wing agail back and hits it across and inside when marking	s, then don't give he
Assignments for tonig	ght:	
What I need to bring	to practice or school	orrow:
What I learned today	and what I know I need to	o work on tomorrow:
Practice Come	Special Event Today	
dame	Special Evelle roday	

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Month	_Day	Date

MONTH	bay	Date
a straddie distance do a big puil to the Continue." Sharon	your ball control skill skil	nes on the floor, about oble over one line, then over-over dribble there. ate College <sup>10</sup>
Assignments for toni	ght:	
Miles I was also be to be		
what I need to bring	to practice or school ton	10rrow:
What I learned today	and what I know I need t	to work on tomorrow:
<del></del>		
	Special Event Today _	
HomeAway I	Departure TimeO	pponent



Month	Day	Date
"Talent is pursued	l interest." Rob Gilbert, Mo	
Assignments for ton	ight:	
What I need to bring	to practice or school tom	norrow:
What I learned today	and what I know I need t	to work on tomorrow:
Home Away	_Departure TimeO	pponent
Home Away		pponent
Month	Departure TimeODay ever focus on the defende on the ball."	Date

What I learned today and what I know I need to work on tomorrow:\_\_\_\_\_

Practice \_\_ Game \_\_\_ Special Event Today \_\_\_\_
Home \_\_ Away \_\_\_ Departure Time \_\_\_\_ Opponent \_\_\_\_

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Month	Day	Date_
one direction then	y a unique type of fake, ju take off in the other. You, sepecially if you cut to tate College. <sup>11</sup>	u can lose your the right." Melissa
ssignments for ton	ight:	
What I need to bring	to practice or school ton	norrow:
Vhat I learned today	and what I know I need t	to work on tomorrow:
	Special Event Today	

Month	Day	Date
"A forward must ru circle, never to it a	in through the ball when ind then stop."	she goes for it in the
Assignments for tonic	ght:	
What I need to bring	to practice or school tom	orrow:
What I learned today	and what I know I need to	o work on tomorrow:
		pponent
	104	



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∣!nto a IV Iby turn	son finds herself in a 2 ling her body in a mann ve player, and force her	er that would cut out
Assignments for tonig	jht:	
What I need to bring t	to practice or 2 21001 ton	norrow:
What I learned today a	and what I know I need	to work on tomorrow:
		Opponent
Month	Day	Date
"If you act the way way you act." Rob	you want to become, you can be stated	ou will become the College. <sup>8</sup>

Practice \_\_ Game \_\_\_ Special Event Today \_\_\_\_\_

ne \_\_ Away \_\_\_ Departure Time \_\_\_\_ Opponent \_\_\_\_

What I learned today and what I know I need to work on tomorrow:\_

	NOTES	RESUL	TS AND	REVI	EW OF	THE W	EEK
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Month	Day	Date
"A forward shootir and lean one way wrist. Forwards sh	ng for goal should use a and hit the other way. To ould practice it."	disguised hit. Look his is done with the
Assignments for tonig	ght:	
What I need to bring	to practice or school ton	norrow:
What I learned today	and what I know I need (	to work on tomorrow:
		Opponent



Month	Day	Date _
who is behind you cated to receive a fig	an run straight ahead at from you."	egle, then a teammate to the space you va-
	t:	
What I need to bring to	practice or school to	morrow:
What I learned today as	nd what I know I need	to work on tomorrow:
		Opponent
Month	Day	Date _
the opponent's 25 ya	rd line, stay with that r will pick up the free	and the ball goes into girl, do not change girl if one should get
Assignments for tonigh	t:	
What I need to bring to	practice or school to	morrow:
What I learned today ar	nd what I know I need	to work on tomorrow:
		Opponent

Month	Day	Date _
"For a hit on the l second person file with a hard flat up	left side, try using a two p king to the wing who is u the alley."	person set up with the up field, or hitting her
esignments for toni	ght:	
Yhat I need to bring	to practice or school tome	ottom,
What I learned today	and what I know I need to	work on tomorrow:
A AT .	Special Event Today	

Month	Day	Date
	e ferwards have definite	
Assignments for toni	ght:	
What I need to bring	to practice or school ton	norrow:
What I learned today	and what I know I need t	to work on tomorrow:
Practice Game	Special Event Today	
		pponent
	. <b>1</b> 08	

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Month	Day	Date
"The best team doe best does." Rob Gil	sn't win as often ás the bert, Montciair State Co	team that gets along lilege.8
Assignments for tonig	ht:	
What I need to bring t	o practice or school ton	norrow:
What I learned today a	and what I know I need	to work on tomorrow:
PracticeGame		
Home Away	oparture TimeC	Opponent
 Month	 Day	 Date
"Stay loose when the	ere is a free hit outside es in. Then pick up a p	the circle. See what

...

Month	Day	Date _
direction the ball go	here is a free hit outside oes in. Then pick up a p iri you had before the fr	erson. Here vou mav
Assignments for tonic	ght:	
What I need to bring	to practice or school ton	norrow:
	to practice or school ton	
What I learned today		to work on tomorrow
What I learned today	and what I know I need t	o work on tomorrow

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Month	Day	Date
"A good drive to use Both hands are in big back swing."	se in the circle for goal is the middle of the stick ar	s a "choke up" drive. nd it doesn't need a
and adolf onling.		
	pht:	



Home \_\_\_Away \_\_\_ Departure Time \_\_\_\_\_Opponent \_\_\_\_

Practice \_\_\_\_Game \_\_\_\_Special Event Today \_\_\_\_

What I learned today and what I know I need to work on tomorrow:

Month	Day	Date
"if a through pass handle it; all other sweeper must also		the goalle or sweeper . The goalle or
Assignments for tonig	ght:	
What I need to bring		ютоw:
What I learned today		o work on tomorrow:
		pponent
Month	Day	Date

Month	Day	Date _
"After you cut hard a deflection."	i to goal, always come b	eack to try to pick up
"The centering pas	s should always be to th	ie stroke mark."
Assignments for tonig	ht:	
What I need to bring t	o practice or school tom	orrow:
What I learned today a	and what I know I need t	o work on tomorrow:
Practice Game	_ Special Event Today Departure Time0	

Month	Day	Date
"No matter how m only concern is to	nany people are between y gat to a 2 V I and beat t	you and the goa!, your he one."
	ght:	
/hat I need to bring	to practice or school tom	orrow:
Vhat I learned today	and what I know I need t	o work on tomorrow:
	_Special Event Today _	

Month	Day	Date_
"When you think t	the other team has no ch	ance of winning is the
j	cus on possibilities, not	mistakes."
Assignments for toni	Ight:	
*		
	to practice or school tor	morrow:
What I learned today	and what I know I need	
What I learned today		
What I learned today	and what I know I need	
What I learned today	and what I know I need	to work on tomorrow:
What I learned today  PracticeGame	and what I know I need	to work on tomorrow:

Month	Day	Date _
<ul> <li>ball hit your stick.</li> </ul>	er receiver: All you want Relax. Stand with one fo b is to get a shot off." B ty. <sup>2</sup>	oot in front of 😘
Assignments for tonig	ght:	
	to practice or school ton	
What I learned today	and what I know I need t	to work on tomorrow:
	Special Event Today Departure Time0	
Month	Day	Date _
	ns marking, keeping your	
"Containment mean ing any advantage."	ns marking, keeping your	opponent from gain-
"Containment mean ing any advantage." Assignments for tonig	ns marking, keeping your	opponent from gain-
Ing any advantage.  Assignments for tonig	ns marking, keeping your	opponent from gain-
"Containment meaning any advantage." Assignments for tonig	ns marking, keeping your	opponent from gain-
"Containment meaning any advantage." Assignments for tonig What I need to bring to the second	ns marking, keeping your	opponent from gain-

NUIES,	HESULI	S AND R	EVIEW	OF THE	WEEK
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Month	Day	Date_
butt should be on t directly in front of l	r is playing the post on he post, feet together. H her body. She should lea he out of the cage when	er stick is placed ave when the bail the cherry picker
ssignments for tonig	ht:	
Vhat I need to bring t	o practice or school tom	orrow:
What I need to bring t	o practice or school tom	orrow:
	and what I know I need t	
What i learned today a		o work on tomorrow:

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Month	Day	Date
"When determining team, add up at va how old your total t		better than the other laying hockey and see
Assignments for tonigi	nt:	
	o practice or school tor	norrow:
	nd what I know I need	to work on tomorrow:
		Oppenent
Month	Day	Date
'If in doubt on what the ball or go wide.	t to do, go either behin " Vonnie Gros, U.S.A. h	d your teammate with lational Coach <sup>5</sup>
Assignments for tonig	nt:	
What I need to bring t	o practice or school tor	norrow:
What I learned today a	nd what I know I need	to work on tomorrow:
		Opponent
and		15

Month	Day	Date_
her her right side. wants, just deny h	•	t as much left as she
	ght:	
What I need to bring	to practice or school to	morrow:
What I learned today	and what I know I need	to work on tomorrow:
PracticeGame	Special Event Today _ Departure Time(	

Month	Day	Date_
"When a teammate and come up for a	e dribbles on a diagonel, flat."	scissor behind her
"if you always drib move."	ble on a 403gonal, you v	vill make the defender
ssignments for tonic	jht:	<del></del>
Vhat I need to bring	to practice or school ton	orrow:
	to practice or school tom	
What I learned today	and what I know I need t	o work on tomorrow:
Vhat I learned today	and what I know I need t	o work on tomorrow:
Vhat I learned today	and what I know I need t	o work on tomorrow:

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Full Text Provided by ERIC

Month	Day	Date
"Act as If!" "Act as	if you are enjoying pra as if the team is eas	lly beatable"
lssignments for tonig	jht:	
What I need to bring	to practice or school tor	norrow:
	and what I know I need	to work on tomorrow:
		Opponent
		<u>.</u>
Month	Day	Date
"Generally speaking right than left; take	, when you have the ba the extra second to go	right."
Assignments for tonig	ht:	

What I learned today and what I know I need to work on tomorrow:\_

What I need to bring to practice or school tomorrow:

NOTES, RESULTS AND REVIEW OF THE WEEK			ΞK		
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			 		_
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			 -		
			 <del></del>		_
			 ,		_

Month	Day	Date
"Forwards, when y waist for a low bal so it won't hit you	ou play the ball in the c i, bend at the knees. Ke r feet."	ircle, don't bend at the ep the ball cut in front
ssignments for tonic	ht:	
	to practice or school ton	
/hat I learned today	and what I know I need t	o work on tomorrow:
	Special Event Today	
OneAwayL	Departure TimeO	pponent

ERIC

Full text Provided by ERIC

Month	Day	Date _
"When containing, mistake; then take	fake a commitment. Mak the ball."	e the offense make a
	ght:	
Vhat I need to bring	to practice or school tom	norrow:
hat i learned today	and what I know I need t	o work on tomorrow:_
	and what I know I need t	

. .

. . .

Month	Day	Date _
"in order to let or interchange with i	ne of your forwards know ner, make your cut on a d	that you wisk to lefinite angle."
Assignments for ton	ght:	
What I need to bring	to practice or school tom	norrow:
What I learned today	and what I know I need t	to work on tomorrov
Practice Game	Special Event Today	

Month	Day	Date
must pick up the	esponsible to play off the loose ball when it reboun t if the goalle can't."	ds from the goalle's
Assignments for toni	ght:	
What I need to bring	to practice or school tom	orrow:
What I learned today	and what I know I need to	o work on tomorrow:
What I learned today	and what I know I need to	
PracticeGame	Special Event Today	

Month	Day	Date_
great place to t good to use a pull circle."	pe is outside the circle of back to get to enter the	n the right side. It is right side of the
ssignments for tonig	ght:	
/hat I learned today	and what I know I need t	o work on tomorrow:
Vhat I learned today	and what I know I need t	o work on tomorrow:
racticeGame	and what I know I need t	



Month	Day	Date
"A player without to Vonnie Gros, U.S.A	he ball should go wide a . National Coach. <sup>5</sup>	and then go forward."
Assignments for tonig	iht:	
What I need to bring	to practice or school ton	norrow:
What I learned today	and what I know I need t	to work on tomorrow:
Practice Game Home Away [	Special Event Today	pponent
Month	Day	Date
"When marking in t	he circle, never turn to s	see where the ball is."

: A

Month	Day	Date
	the circle, never turn to on the corner shot must the shot."	i
Assignments for tonig	yht:	
What I need to bring	to practice or school ton	norrow:
What I learned today	and what I know I need	to work on tomorrow:
Practice Game	Special Event Today	
		Opponent

MOTES, RESULTS AND REVIEW OF THE WEEK			
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